EAST SEARCH

L#	Hits	Search String		Date Databases
L1	653	triangl$8 same mesh$5 same vert$6		USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L3	270	1 and (align$6 or re-align$6 or realign$6)		USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
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Results of search set L3:

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US RE38078 E	Graphical rendering system using simultaneous parallel query Z-buffer and method therefor	20030415	345/422
US RE36678 E	Hybrid vehicle	20000502	180/65.4
US 6639597 B1	Visibility splatting and image reconstruction for surface elements	20031028	345/427
US 6633789 B1	Efficient data representation of teeth model	20031014	700/98
US 6633416 B1	Computer scanner for three-dimensional objects	20031014	358/478
US 6633290 B1	Apparatus and method for forming 2D views of a structure from 3D point data	20031014	345/423
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US 6628277 B1	Decompression of three-dimensional graphics data using mesh buffer references to reduce redundancy of processing	20030930	345/419
US 6625634 B1	Efficient implementation of multiprecision arithmetic	20030923	708/700
US 6615338 B1	Clustered architecture in a VLIW processor	20030902	712/24
US 6614428 B1	Compression of animated geometry using a hierarchical level of detail coder	20030902	345/420
US 6611267 B2	System and method for computer modeling of 3D objects or surfaces by mesh constructions having optimal quality characteristics and dynamic resolution capabilities	20030826	345/428
US 6608913 B1	Self-contained mapping and positioning system utilizing point cloud data	20030819	382/104
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US 6606095 B1	Compression of animated geometry using basis decomposition	20030812	345/473
US 6603470 B1	Compression of surface normals in three-dimensional graphics data	20030805	345/419
US 6600488 B1	Tessellation system, method and computer program product with interior and surrounding meshes	20030729	345/423
US 6583787 B1	Rendering pipeline for surface elements	20030624	345/441
US 6580426 B1	Computer graphics apparatus for processing of data defining a three-dimensional computer model to partition the three-dimensional space into a plurality of sectors	20030617	345/421
US 6580425 B1	Hierarchical data structures for surface elements	20030617	345/420

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US 6577310 B1	3D mesh coding/decoding method and apparatus for error resilience and incremental rendering	20030610	345/427
US 6573890 B1	Compression of animated geometry using geometric transform coding	20030603	345/419
US 6570624 B2	Interpolation of a sequence of images using motion analysis	20030527	348/446
US 6563499 B1	Method and apparatus for generating a 3D region from a surrounding imagery	20030513	345/420
US 6559842 B1	Compressing and decompressing graphics data using gosub-type instructions and direct and indirect attribute settings	20030506	345/420
US 6542157 B1	Font decoration by automatic mesh fitting	20030401	345/441
US 6532012 B2	Geometry instructions for graphics data compression	20030311	345/423
US 6529192 B1	Method and apparatus for generating mesh models of 3D objects	20030304	345/419
US 6525722 B1	Geometry compression for regular and irregular mesh structures	20030225	345/419
US 6522327 B2	Decompression of variable-length encoded compressed three-dimensional graphics data	20030218	345/428
US 6522326 B1	Decompression of quantized compressed three-dimensional graphics data	20030218	345/427
US 6518963 B1	Method and apparatus for generating patches from a 3D mesh model	20030211	345/419
US 6514074 B1	Digitally modeling the deformation of gingival	20030204	433/24
US 6509902 B1	Texture filtering for surface elements	20030121	345/582
US 6504537 B1	System, method and article of manufacture for fractional tessellation during graphics processing	20030107	345/423
US 6500008 B1	Augmented reality-based firefighter training system and method	20021231	434/226
US 6498607 B1	Method for generating graphical object represented as surface elements	20021224	345/423
US 6496601 B1	System and method for asynchronous, adaptive moving picture compression, and decompression	20021217	382/239
US 6496185 B1	Method and apparatus for processing a mesh of triangles	20021217	345/419
US 6490902 B2	Compact two-line rod-rolling stand	20021210	72/235
US 6484305 B1	Impurity quantity transfer device enabling reduction in pseudo diffusion error generated at integral interpolation of impurity quantities and impurity interpolation method thereof	20021119	716/20
US 6483506 B1	System and method for generating computer animated graphical images of a vascular structure attached to an anatomical structure	20021119	345/419
US 6480986 B1	IC substrate noise modeling including extracted capacitance for improved accuracy	20021112	716/4
US 6480190 B1	Graphical objects represented as surface elements	20021112	345/419
US 6476804 B1	System and method for generating computer animated graphical images of an exterior patch surface layer of material stretching over an understructure	20021105	345/419
US 6463344 B1	Efficient data representation of teeth model	20021008	700/98
US 6462738 B1	Curved surface reconstruction	20021008	345/428
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US 6448968 B1	Method for rendering graphical objects represented as surface elements	20020910	345/423

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US 6445390 B1	Triangle geometry processing for surface modeling and cartesian grid generation	20020903	345/421
US 6396496 B1	Method for modeling graphical objects represented as surface elements	20020528	345/427
US 6392647 B1	System and method for computer modeling of 3D objects or surfaces by mesh constructions having optimal quality characteristics and dynamic resolution capabilities	20020521	345/423
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US 6373489 B1	Scalable visualization for interactive geometry modeling	20020416	345/428
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US 6336514 B1	Wheel suspension for motor vehicles, especially utility vehicles	20020108	180/21
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US 6317126 B1	Method and device for associating a pixel with one of a plurality of regions in a logarithm or cosine space	20011113	345/426
US 6307557 B1	Decompression of three-dimensional graphics data including quantization, delta-encoding, and variable-length encoding	20011023	345/428
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US 6302064 B1	Steam generator comprising a flow distribution baffle	20011016	122/491
US 6300958 B1	Global constrained parameterization of triangulated surfaces	20011009	345/442
US 6291324 B1	Method of modeling IC substrate noises utilizing improved doping profile access	20010918	438/510
US 6285805 B1	System and method for finding the distance from a moving query point to the closest point on one or more convex or non-convex shapes	20010904	382/299
US 6285372 B1	Multiresolution adaptive parameterization of surfaces	20010904	345/420
US 6279100 B1	Local stall control method and structure in a microprocessor	20010821	712/24

US 6278645 B1	High speed video frame buffer	20010821	365/230.01
US 6272548 B1	Dead reckoning routing of packet data within a network of nodes having generally regular topology	20010807	709/239
US 6266062 B1	Longest-edge refinement and derefinement system and method for automatic mesh generation	20010724	345/419
US 6262739 B1	System and method for computer modeling of 3D objects or surfaces by mesh constructions having optimal quality characteristics and dynamic resolution capabilities	20010717	345/423
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US 6215500 B1	Compression of three-dimensional geometry data representing a regularly tiled surface portion of a graphical object	20010410	345/426
US 6210162 B1	Creating a positive mold of a patient's dentition for use in forming an orthodontic appliance	20010403	433/213
US 6208347 B1	System and method for computer modeling of 3D objects and 2D images by mesh constructions that incorporate non-spatial data such as color or texture	20010327	345/419
US 6205543 B1	Efficient handling of a large register file for context switching	20010320	712/228
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US 6137492 A	Method and system for adaptive refinement of progressive meshes	20001024	345/420
US 6111582 A	System and method of image generation and encoding using primitive reprojection	20000829	345/421
US 6108006 A	Method and system for view-dependent refinement of progressive meshes	20000822	345/423
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US 6088034 A	Decompression of surface normals in three-dimensional graphics data	20000711	345/420
US 6084979 A	Method for creating virtual reality	20000704	382/154
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US 6064771 A	System and method for asynchronous, adaptive moving picture compression, and decompression	20000516	382/232
US 6057847 A	System and method of image generation and encoding using primitive reprojection	20000502	345/422
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US 6028610 A	Geometry instructions for decompression of three-dimensional graphics data	20000222	345/501
US 6027540 A	Apparatus for removal of particulate matter from gas streams	20000222	55/350.1
US 5999187 A	Fly-through computer aided design method and apparatus	19991207	345/420

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US 5949430 A	Peripheral lenses for simulating peripheral vision on a display device	19990907	345/619
US 5945996 A	System and method for rapidly generating an optimal mesh model of a 3D object or surface	19990831	345/420
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US 5745125 A	Floating point processor for a three-dimensional graphics accelerator which includes floating point, lighting and set-up cores for improved performance	19980428	345/503
US 5717132 A	Cantilever and process for fabricating it	19980210	73/105
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US 5631494 A	Power semiconductor device with low on-state voltage	19970520	257/572
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US 5574835 A	Bounding box and projections detection of hidden polygons in three-dimensional spatial databases	19961112	345/421

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US 5568816 A	EEG deblurring method and system for improved spatial detail	19961029	600/544
US 5568361 A	Three-dimensional electronic circuit of interconnected modules	19961022	361/735
US 5518435 A	Motor installation for construction toy system	19960521	446/126
US 5513719 A	Hybrid vehicle	19960507	180/65.4
US 5443237 A	Computer keyboard support system	19950822	248/441.1
US 5439730 A	Flowable loose packing dunnage	19950808	428/156
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US 5346420 A	Gearing and drive mechanism for construction toy system	19940913	446/126
US 5333248 A	Method and system for the smooth contouring of triangulated surfaces	19940726	345/442
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US 5253339 A	Method and apparatus for adaptive Phong shading	19931012	345/426
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US 20020167518 A1	System and method for computer modeling of 3D objects or surfaces by mesh constructions having optimal quality characteristics and dynamic resolution capabilities	20021114	345/428
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1   Out-of-core simplification of large polygonal models   ■

Peter Lindstrom
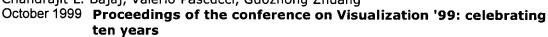
July 2000   **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: 📄 pdf(584.02 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present an algorithm for out-of-core simplification of large polygonal datasets that are too complex to fit in main memory. The algorithm extends the vertex clustering scheme of Rossignac and Borrel [13] by using error quadric information for the placement of each cluster's representative vertex, which better preserves fine details and results in a low mean geometric error. The use of quadrics instead of the vertex grading approach in [13] has the additional benefits of ...

2   Progressive compressive and transmission of arbitrary triangular meshes   ■

Chandrajit L. Bajaj, Valerio Pascucci, Guozhong Zhuang

October 1999   **Proceedings of the conference on Visualization '99: celebrating ten years**

Full text available: 📄 pdf(1.63 MB)   Additional Information: full citation, abstract, references, citings, index terms
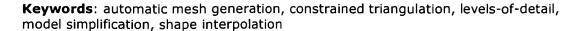
The recent growth in the size and availability of large triangular surface models has generated interest in compact multi-resolution progressive representation and data transmission. An ongoing challenge is to design an efficient data structure that encompasses both compactness of geometric representations and visual quality of progressive representations.In this paper we introduce a topological layering based data-structure and an encoding scheme to build a compact progressive r ...

3   Re-tiling polygonal surfaces   ■

Greg Turk

July 1992   **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available: 📄 pdf(7.95 MB)   Additional Information: full citation, references, citings, index terms

Keywords: automatic mesh generation, constrained triangulation, levels-of-detail, model simplification, shape interpolation

4 Optimized geometry compression for real-time rendering

Mike M. Chow

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(1.24 MB)

Publisher Site

Additional Information: full citation, references, citings, index terms

5 Meshes: Adjacency and incidence framework: a data structure for efficient and fast management of multiresolution meshes

Frutuoso G. M. Silva, Abel J. P. Gomes

February 2003 **Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia**

Full text available: pdf(1.62 MB)

Additional Information: full citation, abstract, references, index terms

This paper introduces a concise and responsiveness data structure, called AIF (Adjacency and Incidence Framework), for multiresolution meshes, as well as a new simplification algorithm based on the planarity of neighboring faces. It is an optimal data structure for polygonal meshes, manifold and non-manifold, which means that a minimal number of direct and indirect accesses are required to retrieve adjacency and incidence information from it. These querying tools are necessary for dynamic multir ...

Keywords: boundary representation, mesh simplification, multiresolution algorithms, polygonal meshes

6 Guaranteed-quality mesh generation for curved surfaces

L. Paul Chew

July 1993 **Proceedings of the ninth annual symposium on Computational geometry**

Full text available: pdf(752.88 KB)

Additional Information: full citation, abstract, references, citings, index terms

For several commonly-used solution techniques for partial differential equations, the first step is to divide the problem region into simply-shaped elements, creating a mesh. We present a technique for creating high-quality triangular meshes for regions on curved surfaces. This technique is an extension of previous methods we developed for regions in the plane. For both flat and curved surfaces, the resulting meshes are guaranteed to exhibit the following properties: (1) internal and extern ...

7 Simplifying polygonal models using successive mappings

Jonathan Cohen, Dinesh Manocha, Marc Olano

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(1.25 MB)

Publisher

Additional Information: full citation, references, citings, index terms

Site

Keywords: levels-of-detail, linear programming, model simplification, projection, surface approximation

8   Simplifying surfaces with color and texture using quadric error metrics   ■
Michael Garland, Paul S. Heckbert
October 1998   **Proceedings of the conference on Visualization '98**

Full text available: pdf(1.32 MB)

Publisher Site

Additional Information: full citation, references, citings, index terms

Keywords: discontinuity preservation, edge contraction, level of detail, multiresolution modeling, quadric error metric, surface properties, surface simplification

9   Geometric modeling and meshes: Feature preservation in view-dependent multiresolution meshes   ■
Markus Grabner
April 2002   **Proceedings of the 18th spring conference on Computer graphics**

Full text available: pdf(1.11 MB)   Additional Information: full citation, abstract, references, index terms

Normal vector discontinuities on surfaces provide important visual cues for understanding the image of a geometrical object since they often indicate feature boundaries. We present an algorithm that preserves the appearance of features in view-dependent multiresolution meshes. The algorithm is shown to be efficient in terms of time and memory consumption. Our method is compatible with geomorphing to eliminate popping artefacts in interactive applications, and it can also be applied to texture co ...

Keywords: CAD, features, multiresolution, view-dependent simplification

10 A web architecture for progressive delivery of 3D content   ■
Efi Fogel, Daniel Cohen-Or, Revital Ironi, Tali Zvi
February 2001   **Proceedings of the sixth international conference on 3D Web technology**

Full text available: pdf(1.58 MB)   Additional Information: full citation, references, citings, index terms

Keywords: geometry compression, multi-resolution, progressive meshes, streaming

11 History consideration in reconstructing polyhedral surfaces from parallel slices   ■
Gill Barequet, Daniel Shapiro, Ayellet Tal
October 1996   **Proceedings of the 7th conference on Visualization '96**

Full text available: pdf(4.64 MB)

Publisher Site   Additional Information: full citation, references, citings, index terms

Keywords: interpolation, reconstruction, triangulation

12 A method for progressive and selective transmission of multi-resolution models
Danny S. P. To, Rynson W. H. Lau, Mark Green
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**
Full text available: pdf(2.44 MB) Additional Information: full citation, abstract, references, citings, index terms

Although there are many adaptive (or view-dependent) multi-resolution methods developed, support for progressive transmission and reconstruction has not been addressed. A major reason for this is that most of these methods require large portion of the hierarchical data structure to be available at the client before rendering starts, due to the neighboring dependency constraints. In this paper, we present an efficient multi-resolution method that allows progressive and selective tran ...

13 Curves and Surfaces: Hierarchical extraction of iso-surfaces with semi-regular meshes
Kai Hormann, Ulf Labsik, Martin Meister, Gunther Greiner
June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**
Full text available: pdf(844.44 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present a novel approach to iso-surface extraction which is based on a multiresolution volume data representation and hierarchically approximates the iso-surface with a semi-regular mesh. After having generated a hierarchy of volumes, we extract the iso-surface from the coarsest resolution with a standard Marching Cubes algorithm, apply a simple mesh decimation strategy to improve the shape of the triangles, and use the result as a base mesh. Then we iteratively fit the mesh to ...

Keywords: geometric and topologic representations, multi resolution models, reverse engineering

14 Progressive TINs: algorithms and applications
Anil Maheshwari, Pat Morin, Jörg-Rüdiger Sack
November 1997 **Proceedings of the fifth ACM international workshop on Advances in geographic information systems**
Full text available: pdf(799.78 KB) Additional Information: full citation, references, citings, index terms

15 Automatic generation of triangular irregular networks using greedy cuts
C. T. Silva, J. S. B. Mitchell, A. E. Kaufman
October 1995 **Proceedings of the 6th conference on Visualization '95**

Full text available: pdf(980.89 KB) Publisher Site   Additional Information: full citation, abstract

Proposes a new approach to the automatic generation of triangular irregular networks (TINs) from dense terrain models. We have developed and implemented an algorithm based on the greedy principle used to compute minimum-link paths in polygons. Our algorithm works by taking greedy cuts ("bites") out of a simple closed polygon that bounds the yet-to-be triangulated region. The algorithm starts with a large polygon, bounding the whole extent of the terrain to be triangulated, and works its way inwa ...

Keywords: automatic generation, closed polygon, data visualisation, dense terrain models, ear cutting, edge splitting, graph theory, greedy biting, greedy cuts, input height array, memory requirements, mesh generation, minimum-link paths, running time, structural terrain fidelity, triangular irregular networks, triangulation

16 Multiresolution rendering with displacement mapping

Stefan Gumhold, Tobias Hüttner

July 1999 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(1.53 MB) Additional Information: full citation, references, citings, index terms

Keywords: displacement mapping, hardware, multiresolution

17 Progressive forest split compression

Gabriel Taubin, André Guéziec, William Horn, Francis Lazarus

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(2.53 MB) Additional Information: full citation, references, citings, index terms

Keywords: algorithms, geometric compression, graphics

18 Out-of-core compression for gigantic polygon meshes

Martin Isenburg, Stefan Gumhold

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
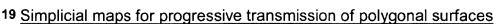
Full text available: pdf(3.43 MB) Additional Information: full citation, abstract, references, index terms

Polygonal models acquired with emerging 3D scanning technology or from large scale CAD applications easily reach sizes of several gigabytes and do not fit in the address space of common 32-bit desktop PCs. In this paper we propose an out-of-core mesh compression technique that converts such gigantic meshes into a streamable, highly compressed representation. During decompression only a small portion of the mesh needs to be kept in memory at any time. As full connectivity information is available ...
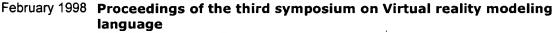
Keywords: external memory data structures, mesh compression, out-of-core algorithms, processing sequences, streaming meshes

19 Simplicial maps for progressive transmission of polygonal surfaces
André Guéziec, Gabriel Taubin, Francis Lazarus, William Horn
February 1998 **Proceedings of the third symposium on Virtual reality modeling language**
Full text available: ⬛ pdf(2.82 MB) Additional Information: full citation, references, citings, index terms

20 Session 2: WebCAME: a light-weight modular client/server multiresolution rendering system
Markus Grabner
March 2003 **Proceeding of the eighth international conference on 3D web technology**
Full text available: ⬛ pdf(3.37 MB) Additional Information: full citation, abstract, references

We introduce WebCAME, a client/server multiresolution rendering system for progressive transmission and visualization of compressed non-manifold triangle meshes with texture and color. The tool is implemented as a web browser plugin built upon standard components such as Qt, OpenGL, and ODBC. By utilizing and extending recently developed multiresolution techniques, it can provide view-dependent access to huge 3D data sets. With a size of less than 250kB it is small enough to be downloaded and in ...

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1 **Mass-frequency influence surface and frequency spectrum of an AT-cut quartz plate**
Yong, Y.-K.; Stewart, J.T.;
Ultrasonics Symposium, 1989. Proceedings., IEEE 1989 , 3-6 Oct. 1989
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[Abstract]   [PDF Full-Text (536 KB)] **IEEE CNF**

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Yong, Y.-K.; Stewart, J.T.;
Ultrasonics, Ferroelectrics and Frequency Control, IEEE Transactions on , Volume: 38 Issue: 1 , Jan. 1991
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Karkanis, T.; Stewart, A.J.;
Computer Graphics and Applications, IEEE , Volume: 21 Issue: 2 , March-April 2001
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6 Fitting a surface to 3-D points using an inflating balloon model
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13 **ROAMing terrain: Real-time Optimally Adapting Meshes**
Duchaineau, M.; Wolinsky, M.; Sigeti, D.E.; Miller, M.C.; Aldrich, C.; Mineev-Weinstein, M.B.;
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14 **Optimized geometry compression for real-time rendering**
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15 **Developing simulation techniques for an interactive clothing system**
Volino, P.; Thalmann, N.M.;
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16 **Efficient implementation of multi-triangulations**
De Floriani, L.; Magillo, P.; Puppo, E.;
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Schneider, P.J.; Wilhelms, J.;
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Taubin, G.; Horn, W.P.; Lazarus, F.; Rossignac, J.;
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21 **Skip Strips: maintaining triangle strips for view-dependent rendering**
El-Sana, J.; Azanli, E.; Varshney, A.;
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22 **New quadric metric for simplifying meshes with appearance attributes**
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Langham, A.E.; Grant, P.W.;
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26 Optimal linear spline approximation of digitized models

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31 Efficient coding of non-triangular mesh connectivity
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Bonneau, G.-P.; Hahmann, S.;
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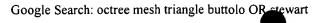_If you like, you can repeat the search with the omitted results included._

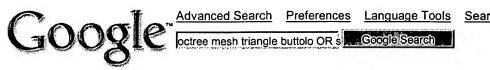Did you mean to search for: **_octtree_ mesh triangle buttolo OR stewart**

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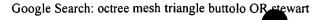### [PDF] Conservative Volumetric Visibility with Occluder Fusion
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